

MASTER OF
KUNG FU™

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THE HANDS OF SHANG-CHI,

MASTER OF KUNG FU™



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TM



**DOOM
WEARS
THREE
FACES!**

TM
Austin

"Call me Shang-Chi, as my **father** did, when he raised me and molded my mind and my body in the vacuum of his Honan, China retreat. I learned many things from my father. Since then, I have learned that my father is **Dr. Fu Manchu**, the most insidiously evil man on earth...and that to **honor** him would bring nothing but **dishonor** to the spirit of my **name**.

Stan Lee PRESENTS: **MASTER OF KUNG FU!**™

Featuring supporting characters created by SAX ROHMER

DOLG MOENCH
WRITER

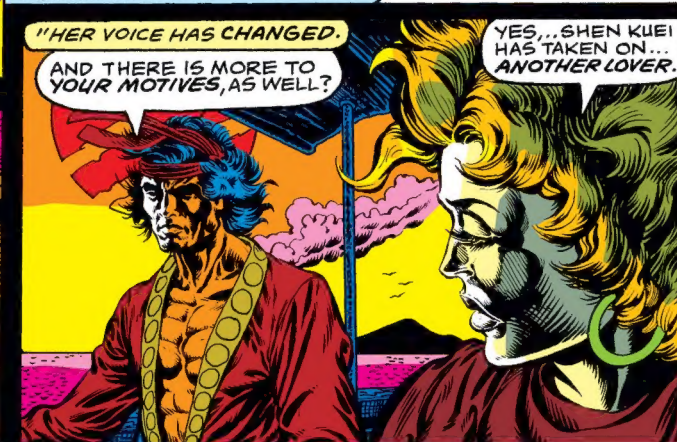
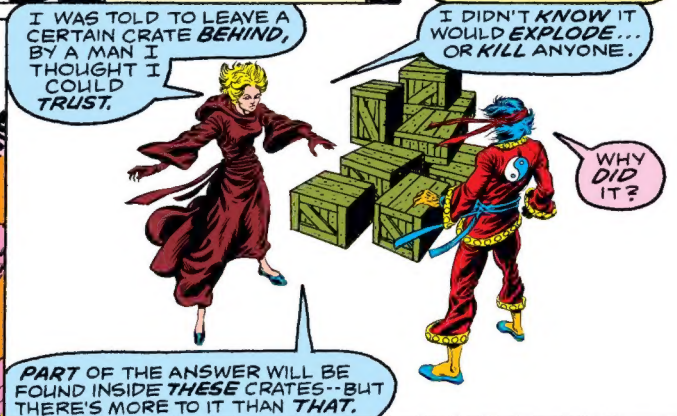
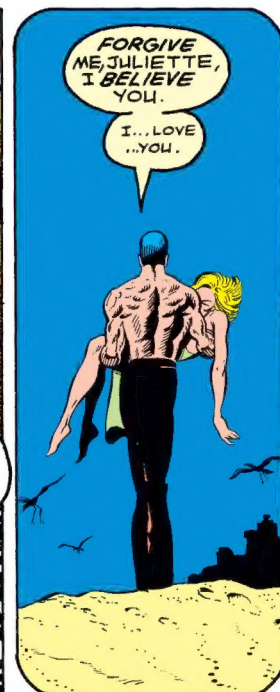
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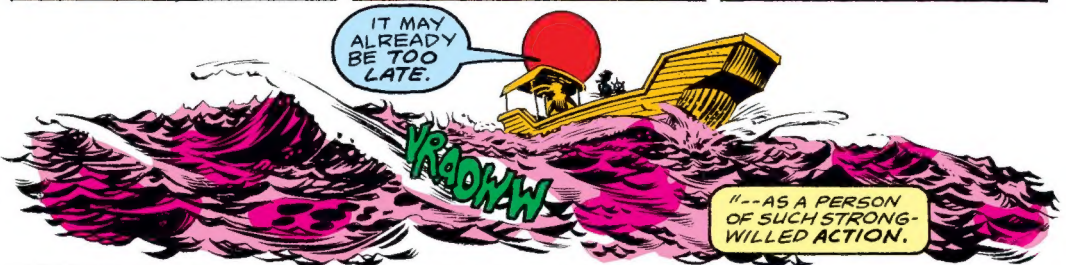
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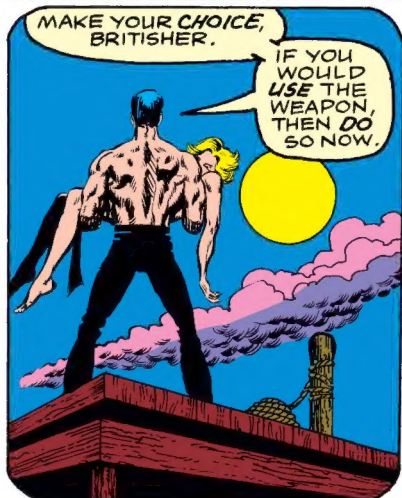
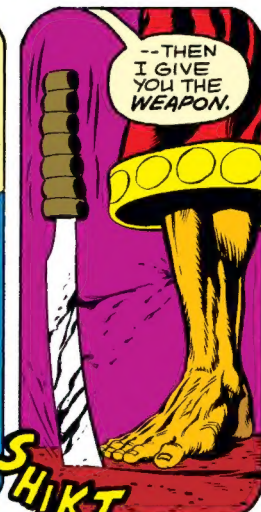








IF YOU HAVE BEEN SENT TO SLAY ME, SHANG-CHI--





BUT *WHY* IS IT SILLY TO BE EXCITED, CLIVE? I'VE NEVER BEEN FARTHER EAST THAN *DOVER*--AND HERE WE ARE IN AN AIRPORT IN EXOTIC *HONG KONG*.

I CAN'T WAIT FOR ALL THE INTRIGUE TO GET *DANGEROUS*.

HMP. MY FATHER WOULD HAVE LOVED YOU



YES, THAT'S WHAT *MOTHER* SAID. WHERE TO NOW?

WELL, AS MY *GREAT-UNCLE* MIGHT HAVE PHRASED IT...*ELEMENTARY*, MY DEAR *MELISSA*.



FIRST, WE CHECK INTO A *HOTEL*, AND THEN WE INVESTIGATE A LITTLE PLACE CALLED THE *JADE PEACOCK*.

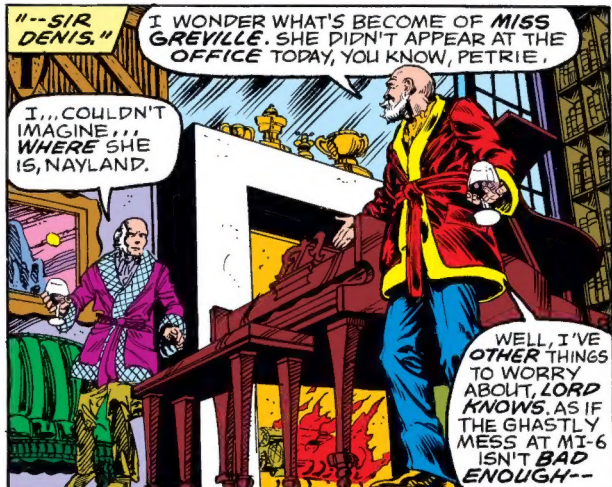
THIS *IS* EXCITING, CLIVE. I'VE NEVER ACTUALLY BEEN... AH, "*OUT IN THE FIELD*" BEFORE-- AND LEAVING IN SUCH A *RUSH*. I BARELY HAD TIME TO POST A NOTE EXPLAINING MY *ABSENCE*.

WHAT?



WHY DID YOU HAVE TO TELL *HIM*? I DON'T WANT HIM KNOWING WHERE I *AM* ALL THE TIME, *MELISSA*. I DON'T EVEN *WORK* FOR THE BLOODY MAN ANYMORE, YOU KNOW.

WHY ALL THE *FUSS*, CLIVE? I *DO* WORK FOR HIM, AND HE DESERVES AN *EXPLANATION*. BESIDES, IT'S ONLY--



"--*SIR DENIS*."

I WONDER WHAT'S BECOME OF *MISS GREVILLE*. SHE DIDN'T APPEAR AT THE *OFFICE* TODAY, YOU KNOW, *PETRIE*.

I... COULDN'T IMAGINE... WHERE SHE IS, *NAYLAND*.

WELL, I'VE OTHER THINGS TO WORRY ABOUT, *LORD KNOWS*. AS IF THE GHASTLY MESS AT *M1-6* ISN'T *BAD ENOUGH*--



--WE'VE LEARNED THAT THE BLOODY *CHICOM* ARE APPARENTLY UP TO SOME *NASTY BUSINESS* AGAIN.

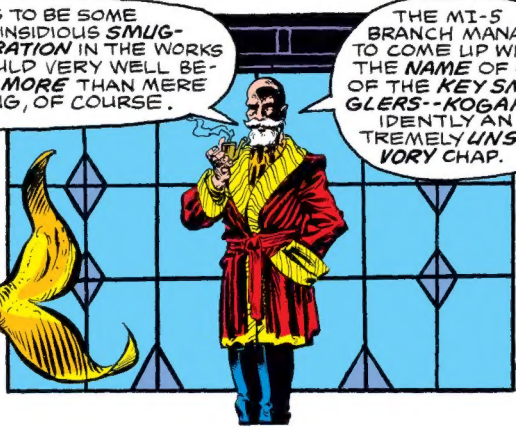
THE... *COMMUNIST CHINESE*, *NAYLAND*?

AH... YES, *PETRIE*, YES.



SEEMS TO BE SOME SORT OF INSIDIOUS SMUGGLING OPERATION IN THE WORKS -- WHICH COULD VERY WELL BECOME MUCH MORE THAN MERELY SMUGGLING, OF COURSE.

THE MI-5 BRANCH MANAGED TO COME UP WITH THE NAME OF ONE OF THE KEY SMUGGLERS--KOGAR, EVIDENTLY AN EXTREMELY UNSAVORY CHAP.



AT ANY RATE, BLACK JACK, AS A FAVOR TO ME AND "FOR OLD TIMES' SAKE," AS HE PUTS IT--HAS AGREED TO CHECK MATTERS OUT. GOOD MAN, BLACK JACK. I CAN ALWAYS COUNT ON HIM AT LEAST.

HE'S GONE OVER TO HONG KONG UNDER A COVER GUY. SAID HE MIGHT TRY TO INFILTRATE THE SMUGGLING OPERATION.

YOU... DON'T SAY "NAYLAND?"

YES... AND I WONDER...



"...I WONDER HOW HE'S MAKING OUT."

WISH I COULD TOLD THE CHINAMAN I'D BE LEAVIN' HOPE HE TAKES CARE OF THE ROOM AT THE SAVOY.

AH, THAT MUST BE THE TWO OF 'EM UP AHEAD.



I'M GUESSIN' YOU'RE THE TWO BLOKES A CERTAIN BARTENDER SAID WOULD BE WAITIN' HERE FOR ME.

THE NAME'S BLUE -- BUT YOU CAN CALL ME BLACK JACK.

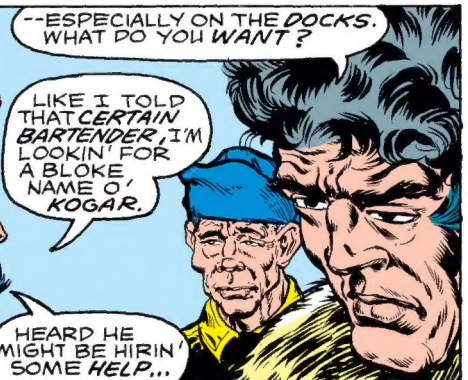


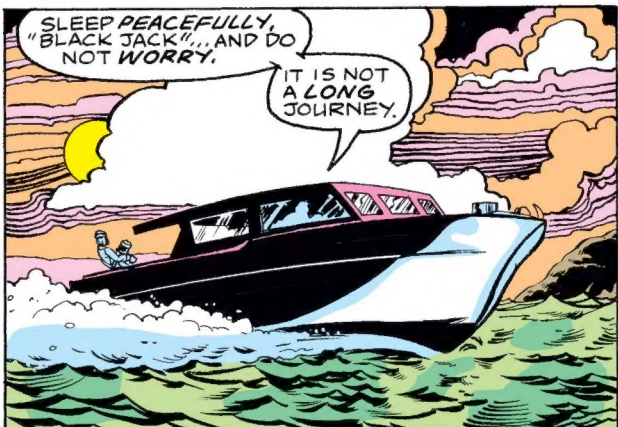
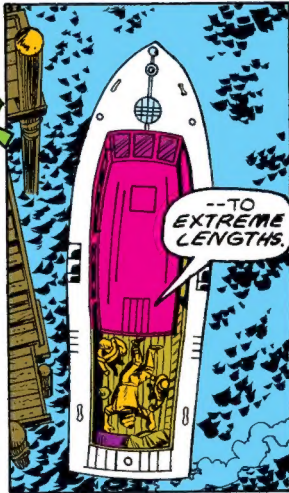
IT IS NOT ALWAYS WISE TO SPEAK TO THOSE YOU DO NOT KNOW--

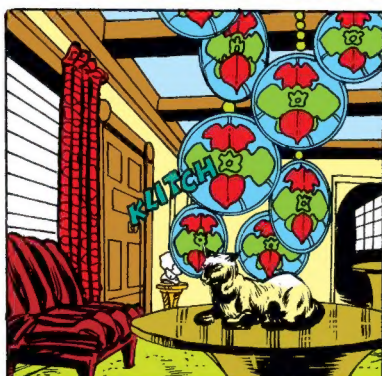
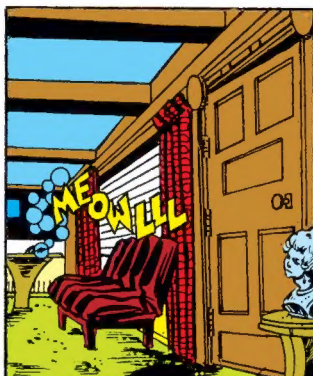
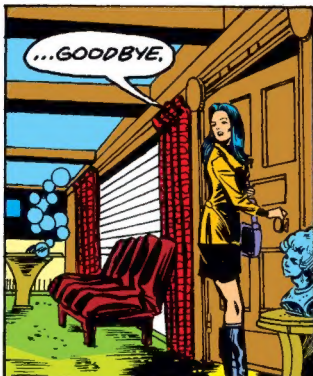
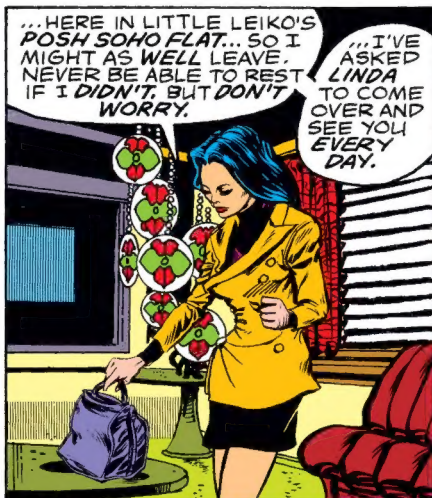
--ESPECIALLY ON THE DOCKS. WHAT DO YOU WANT?

LIKE I TOLD THAT CERTAIN BARTENDER, I'M LOOKIN' FOR A BLOKE NAME O' KOGAR.

HEARD HE MIGHT BE HIRIN' SOME HELP...

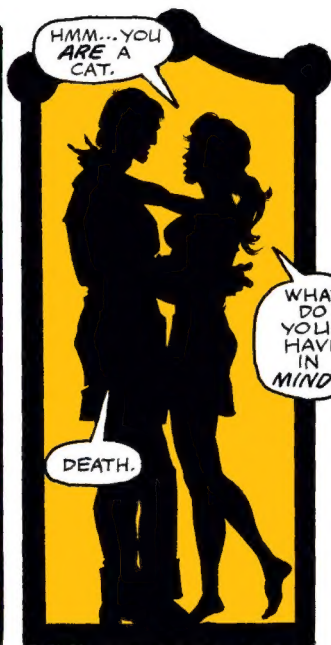
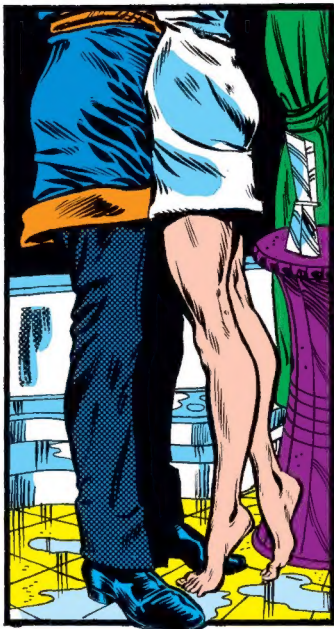








CONVINCE ME.



HMM...YOU ARE A CAT.

WHAT DO YOU HAVE IN MIND?

DEATH.

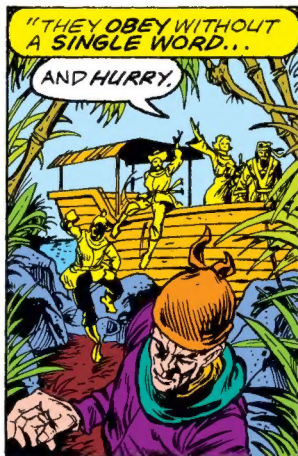


"THE AFTERNOON GROWS FAINT. JULIETTE HAS GUIDED THE BOAT TO SHORE. THE THREE WHO ATTEMPTED TO SLAY ME HAVE REVIVED.

YOU CAN GET OUT HERE.



GO TO THE CAMP AND TELL THE OTHERS TO JOIN ME AT THE HOUSE AS SOON AS POSSIBLE.



"THEY OBEY WITHOUT A SINGLE WORD...

AND HURRY.



"... AS WE RESUME OUR JOURNEY DOWN A SLENDER BRIGHT THREAD THROUGH DENSE JUNGLE.

WHO ARE THEY, JULIETTE?



AND WHY DO THEY HELP YOU IN THIS MYSTERY?

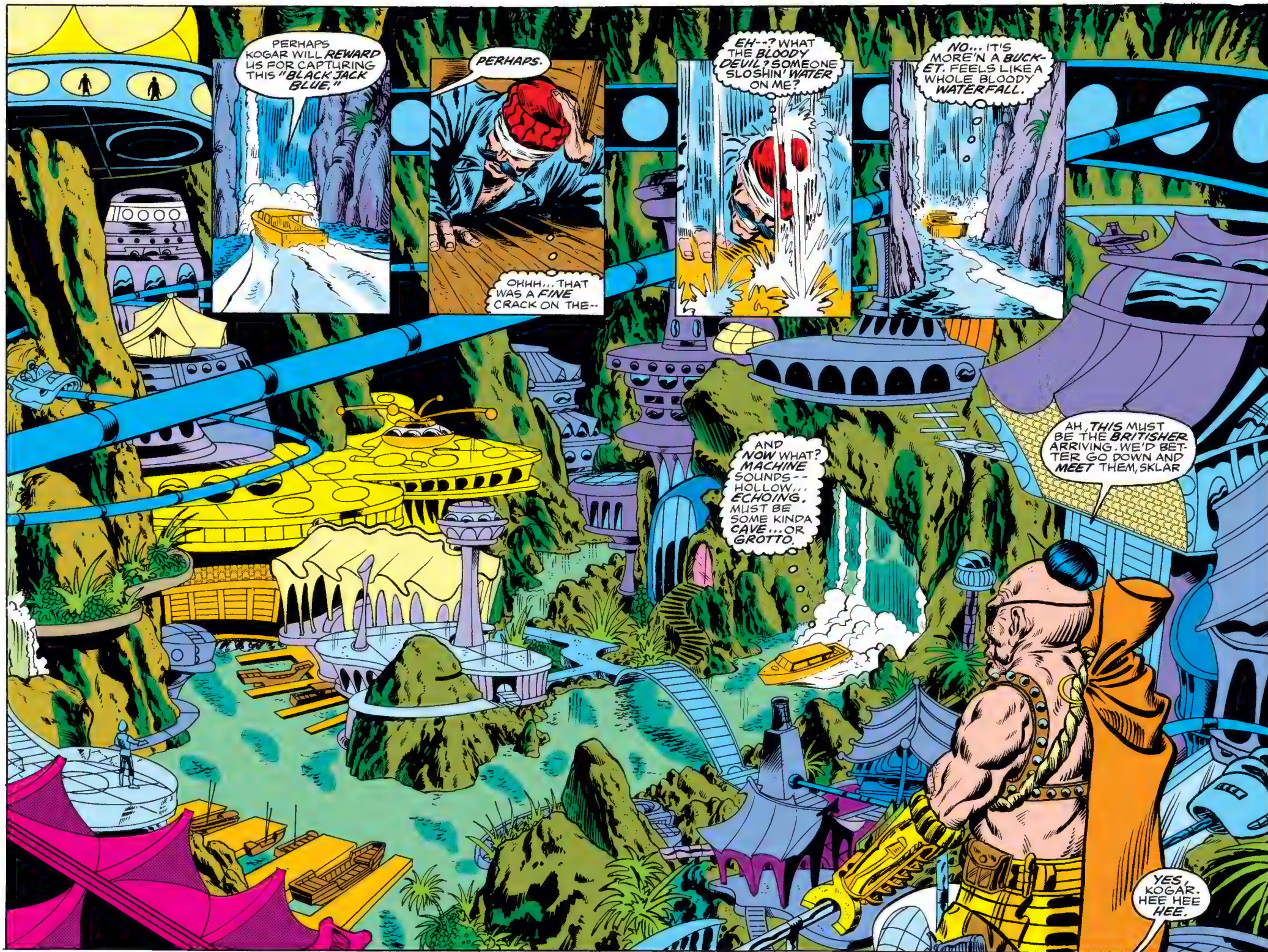
THEY'RE FRIENDS, SHANG-CHI.



LIKE YOU.

"BUT...?"

"NO... I DO SEE.



PERHAPS
KOGAR WILL REWARD
US FOR CAPTURING
THIS "BLACK JACK
BLUE."

PERHAPS.

OH... THAT
WAS A FINE
CRACK ON THE--

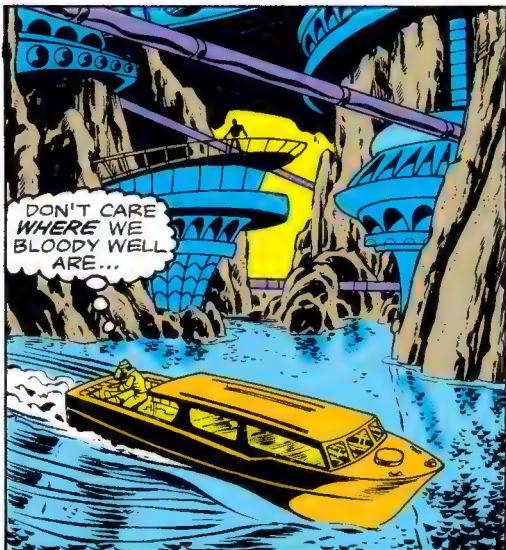
EH--? WHAT
THE BLOODY
DEVIL? SOMEONE
SLOSHIN' WATER
ON ME?

NO... IT'S
MORE'N A BUCK-
ET. FEELS LIKE A
WHOLE BLOODY
WATERFALL.

AND
NOW WHAT?
MACHINE
SOUNDS--
HOLLOW--
ECHOING.
MUST BE
SOME KINDA
CAVE... OR
GROTTO.

AH, THIS MUST
BE THE BRITISHER
ARRIVING. WE'D BET-
TER GO DOWN AND
MEET THEM, SKLAR

YES
KOGAR.
HEE HEE
HEE.



DON'T CARE
WHERE WE
BLOODY WELL
ARE...



... TIME TO
GET RID O' THIS
STINKIN' **BLIND-
FOLD**--

MMRPHH

--AN' START
PUTTIN' OUT
THEIR LIGHTS!



NOW, WHEN
I SAID **PRE-
CAUTIONS**,
PAL--



--I MEANT THE
KIND WITH
**GOOD
MANNERS**
BEHIND 'EM!

SWAK

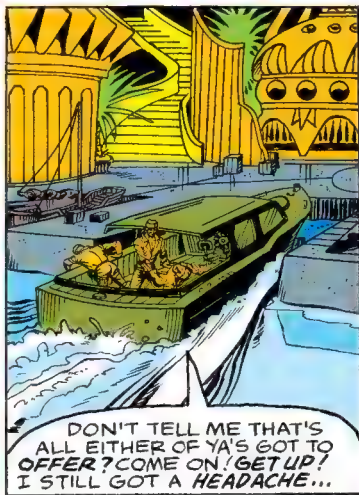


LEAST YA CAN DO IS CRACK
A BLOKE IN THE **FRONT** OF HIS
HEAD WHEN HIS EYES ARE
OPEN--

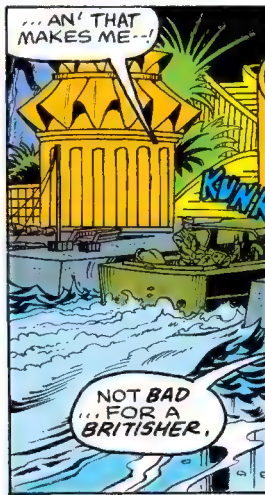
--SO HE CAN
SEE IT
COMIN'.



NOT THAT
IT'S GONNA
DO **YOU**
ANY GOOD.

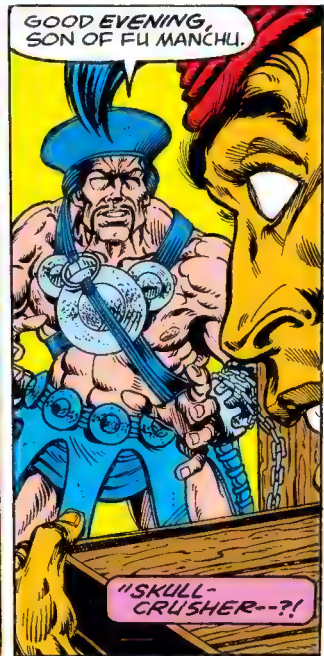
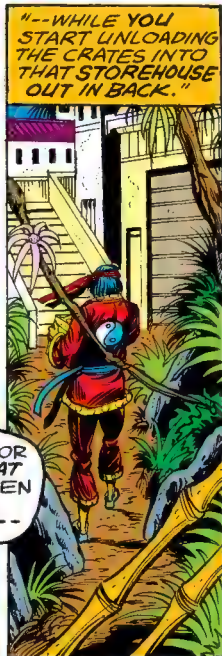
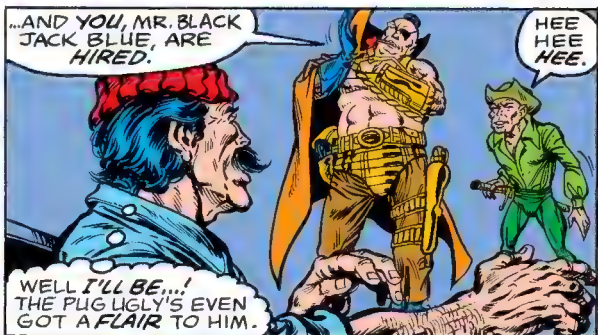
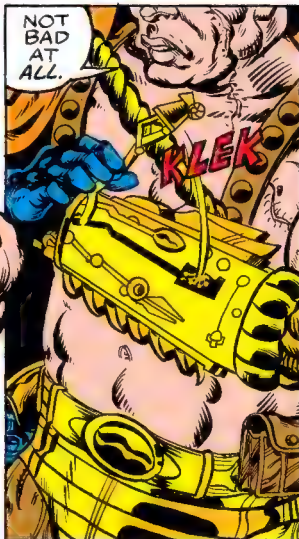
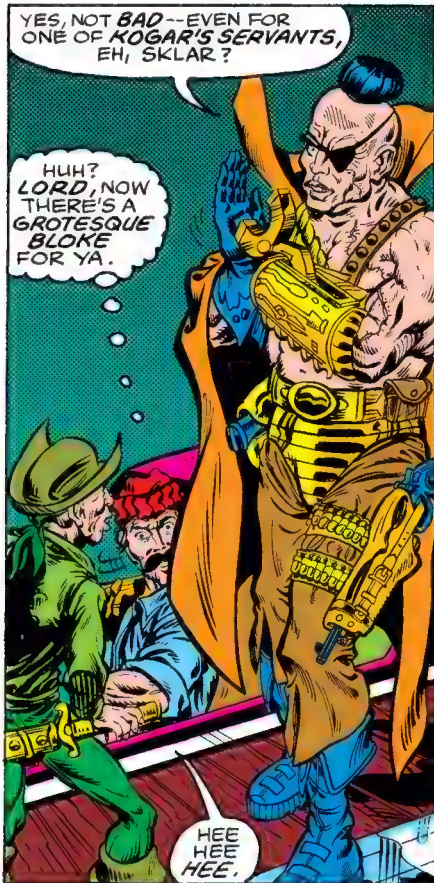


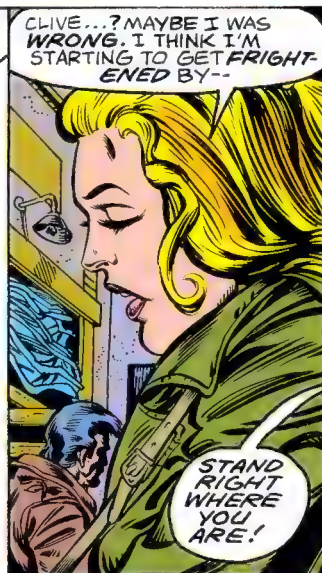
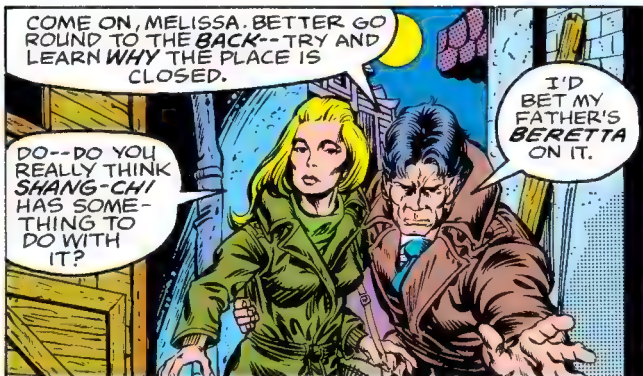
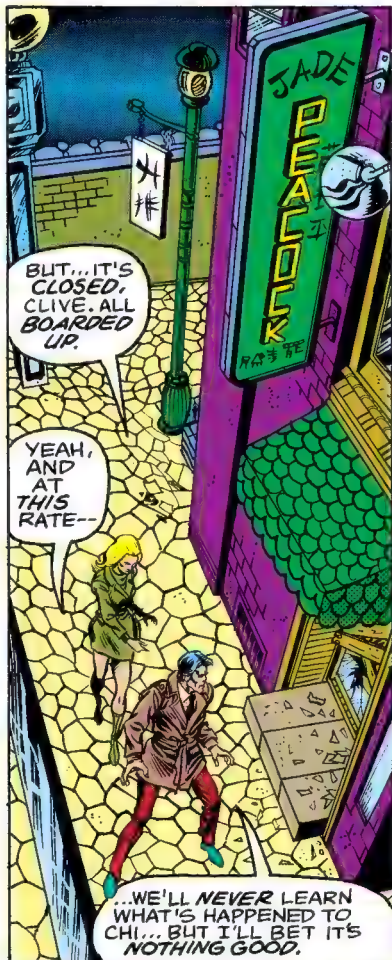
DON'T TELL ME THAT'S
ALL EITHER OF YA'S GOT TO
OFFER? COME ON! GET UP!
I STILL GOT A HEADACHE...

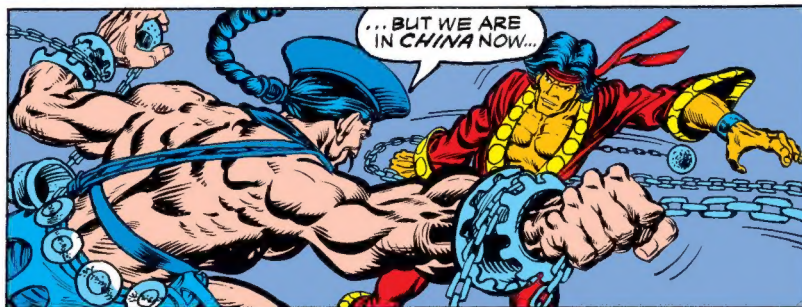
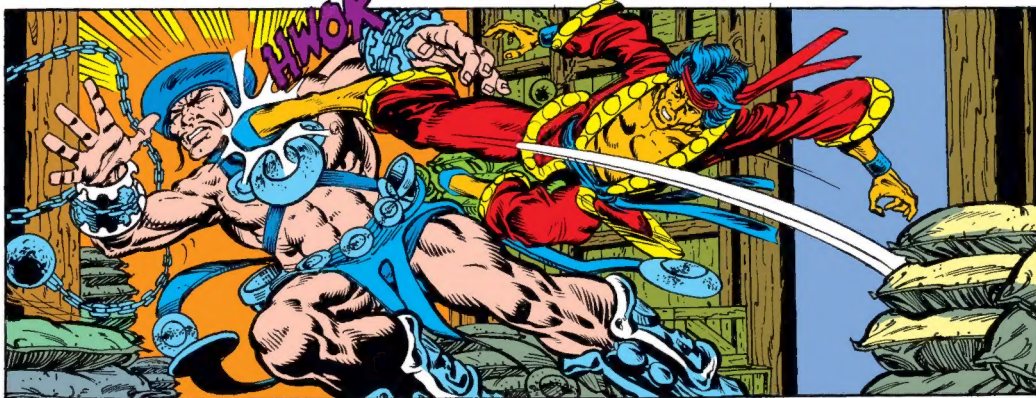
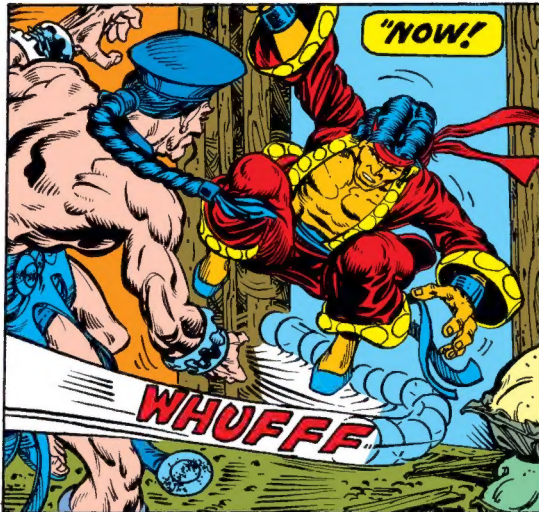


... AN' THAT
MAKES ME--!

NOT BAD
... FOR A
BRITISHER.









"MUST FORCE MYSELF TO ACCEPT THE BLOW, WITHSTAND THE PAIN--"



HAHAA!!

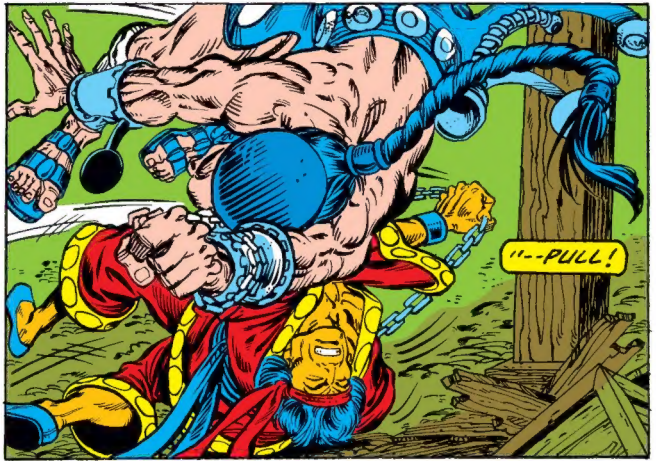
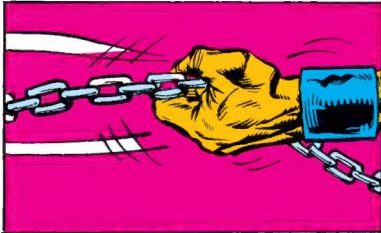


I--BEFORE I CAN GRASP THE CHAIN...

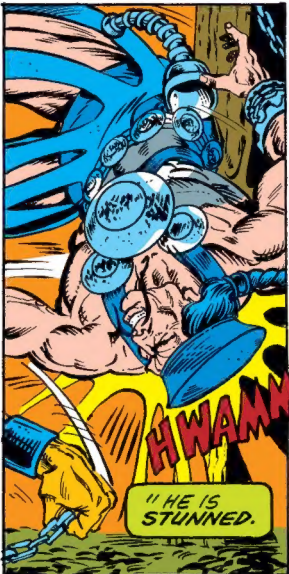
WHAT--?



...AND--



I--PULL!



HE IS STUNNED.

HWAAH

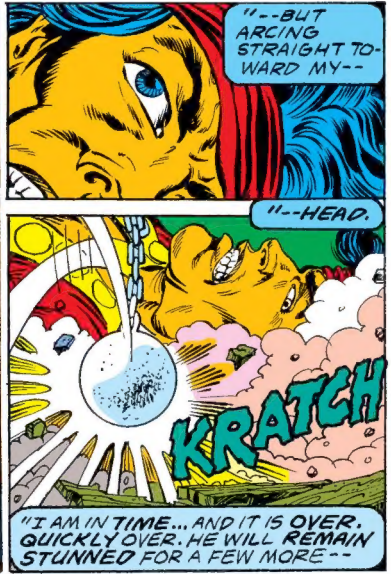


BUT THE OTHER METAL SPHERE--!



IT CONTINUES ITS SWING--

FLUNG BY THE IMPACT OF HIS BODY, UNGUIDED--

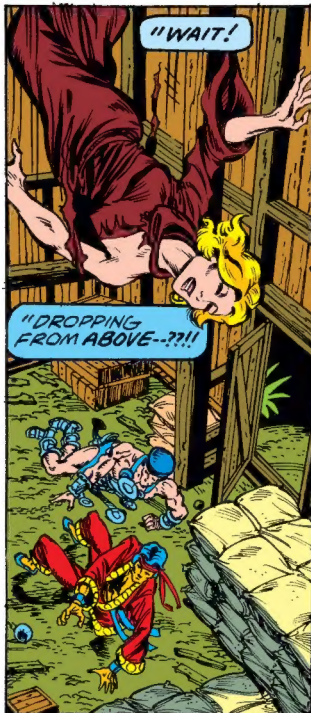


I--BUT ARCING STRAIGHT TOWARD MY--

HEAD.

KRATCH

I AM IN TIME... AND IT IS OVER. QUICKLY OVER. HE WILL REMAIN STUNNED FOR A FEW MORE--

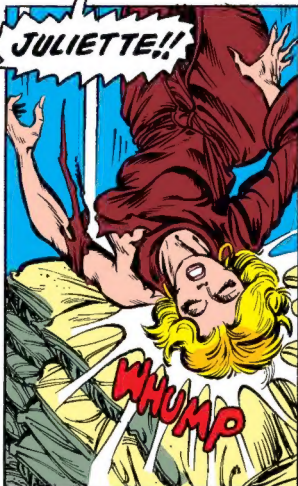


"WAIT!"

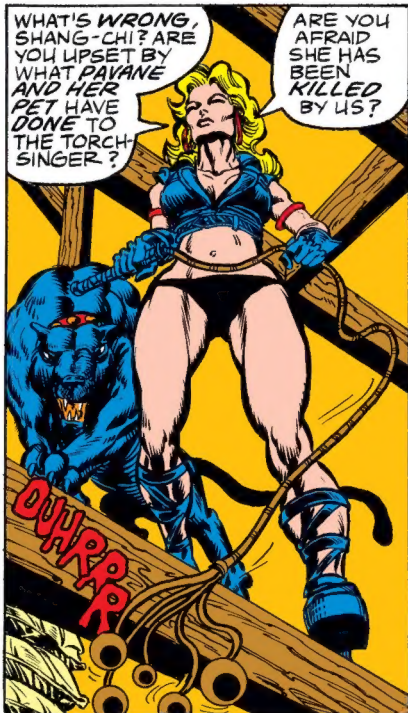
"DROPPING FROM ABOVE--??!!"



JULIETTE!!



WHUMP



WHAT'S WRONG, SHANG-CHI? ARE YOU UPSET BY WHAT PAVANE AND HER PET HAVE DONE TO THE TORCH SINGER?

ARE YOU AFRAID SHE HAS BEEN KILLED BY US?

OWRR



OR ARE YOU SIMPLY SUPRISED TO SEE US--TO SEE WHAT PAVANE AND HER PET MAY DO TO YOU?

YOU HAVE TAKEN ALMOST TOO LONG, PAVANE. HAD YOU TAKEN ANY LONGER YOU WOULD HARDLY HAVE PLEASED ...CAT.

"CAT? THEN... SHEN KUEI'S NEW LOVER IS... PAVANE."

"AND JULIETTE'S SONG--HER LOVE--HAS PERHAPS BEEN... SILENCED FOREVER."

NEXT ISSUE: THE "CHINA SEAS" SAGA SURGES TO A HIGH POINT IN ACTION, SHOCK, AND MOOD, AS SHANG-CHI FACES PAVANE, SKULLCRUSHER AND THE MYSTERIOUSLY MENACING KOGAR, ALL OF THEM--

BLACK KNIGHTS!

MISSIVES TO THE MASTER!

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Dear Marvel,

MOKF #57 was a great issue! Jim Craig's art looked much better this time than last issue and, since the same art team is responsible for both issues, this surprises me. Somehow, John Tartag seems to have developed a much clearer style, with much finer lines than before. Pages 6 & 15 still look somewhat crude, but overall the general appearance of this issue is the best since #51. No, make that *better*.

About the story: I, for one, am deeply saddened by the "end" of the strict spy era in this comic. The Velcro, Mordillo, and Fu Manchu epics were the greatest comics Marvel has produced in its entire history! But I suppose the natural progression of Chi's life in this series dictates he must inevitably leave "the organization" (as John Steed often called it). Luckily, the current saga has not slipped too far from the spirit of the secret-agent style stories. In fact, if the current balance (existing since #51) of spy stories and non-spy stories continues, I think the series will soar to even newer heights!

War-Yore is the most different foe Shang-Chi has *ever* faced. Yes, assassins by the hundreds, thugs by the thousands, baddies by the dozens, and even honest-to-badness super-villains by a few — but *this* nut is really something else. I'm amazed by how he changes his complete character and personality with each warrior-guise. Crackpot whackos haven't been depicted this realistically until very recently in comics. First Mordillo, now *this*! Doug's scripts for MOKF never cease to astound me. The writing in this book far surpasses anything else Marvel puts out. Lord knows, for a monthly title, MOKF always *seems* to take *two months* between issues!

Doug, thus far you've introduced such exciting, interesting, and intriguing characters as Clive Reston (the apparent son of James Bond and grand-nephew of Sherlock Holmes, who alternately bears physical resemblance to Basil Rathbone, Sean Connery, and Roger Moore), Sir Herbert Griswold (a combination of Sydney Greenstreet and Robert Morely), Ward Sarsfield (a play on Sax Rohmer's real name and bearing striking resemblance to David Niven), and John Larner (who, while most often resembling Marlon Brando, at times looked somewhat like David McCallum). Of course, Paul Gulacy even made Chi look like Bruce Lee and Fu Manchu like Christopher Lee. Now, I'd like to suggest that if you intend to continue this wonderful craziness in the future, why not bring in a few characters reminiscent of the spy genre of the past? How about characters modeled on John Steed (Patrick McNee) or #6 (Patrick McGoochan)?

Say, in the interests of Women's Lib (whatever *that* is nowadays), Leiko Wu must continue coming to Chi's rescue upon occasion — as she did in "The Death Seed."

About Clive: I don't know if he should lose *all* interest in Leiko. However, it does seem to be a natural progression. If and when he does, though, should he be forever out of the picture? Maybe, maybe not. And I hope you seriously consider the possibility of giving Clive Reston his *own* one-shot title in the manner of the classic MOON KNIGHT two-parter. (And when is MOON KNIGHT gonna get his *own* book???) Put Clive into a strictly James Bond situation, saving the world, womanizing, spouting off more Restonisms, and so on. Please?

Henry Kujawa
1202 Everett Street
Camden, NJ 08104

Whew! We don't want to take up too much space in replying, Henry, so very quickly: Anything's possible, even Clive Reston starring in his own one-shot. No plans for a MOON KNIGHT title, but keep your eyes peeled on our new black & white supernatural book; upcoming is a 20-page story in which Moon Knight teams up with Brother Voodoo. And, finally, any resemblance in our books to real persons living or dead is strictly...uh, coincidental.

Dear Doug:

I truly enjoyed "The Phoenix Gambit" — reminding me very much of the Mordillo caper, which is one of my favorites in the

entire series. The drug-induced fantasy visions were suitably jarring, spicing up the science fiction-type action. I've noticed that two strains recur in your MOKF stories, regardless of the villains involved: The straight adventure/spy tale, and the weird-fantasy experience. Frequently they're mixed, as in this story. I enjoy both, but especially lean toward the fantasy side. I share a Pisces sign with you, Doug, and suspect that explains it.

Mike Zeck has done a clear, detailed job with the martial arts action. Perhaps the faces could use more work, and the noses a little shortening, but these are minor complaints. I don't know how you work out those sudden panel transitions with your various pencils, but they continue to work well. Perhaps some of the more shocking surprises could have been enhanced by breaking out of the rectangular-panel mold.

Anyhow, I got a kick out of Dr. Doom's appearance, too. Shang-Chi has quite a problem with insane physicians, doesn't he?

Bill Wu
3024 Woodland Hills Drive #14
Ann Arbor, MI 48104

He sure *do*, Bill. Those "sudden-panel-transitions" are achieved by extremely detailed plots on Doug's part — and enormous willingness and talent on the part of the various MOKF artists.

Dear Kung Fu Folks,

I didn't know what to make of MASTER OF KUNG FU #59 until I got to page 26, at which point I knew *exactly* what to make of it. Doug Moench had done nothing less than resurrect one of the most tantalizing elements from the old AGENT OF SHIELD series, namely the bizarre chess game Dr. Doom plays with the mechanized Prime Mover — putting it to splendid use in the pages of MOKF. He and artist Mike Zeck deserve a lot of credit for this unusual story, not only because it is so strange and suspenseful and mystery-laden, but also because its many seemingly disjointed aspects come together marvelously once one has learned what the hell has been going on. Whenever dealing with a story of this kind, it's almost impossible to prevent the whole thing from falling apart at the seams, leaving an incomprehensible mess that's not much fun to read and no use to think about. But MOKF #59 was great fun to read, and its implications are quite interesting to reconsider.

It is part of the subtlety of Dr. Doom's plan (not to mention Doug's plot) that Shang-Chi's drug delirium compelled him to play out all his feelings, all the loves and hates and doubts, on the stage of his own mind. The world Shang-Chi came to know after leaving the isolation of his father's retreat has been turned inside-out lately; is it any wonder that his hallucinations took the form of a global catastrophe that covers Africa in ice; that, in effect, made the rest of the world as turned around as his own? Further, is it so unusual that Chi's conflicting feelings for Nayland Smith should be maneuvered into direct, head-on collision? No, for Doom is playing the same game with Shang-Chi that he played with Nick Fury, but with different and more sublime methods. Chi was not meant to know what was real or unreal, as evidenced by the placement of Reston (whom he might have killed) inside the replica of a Mordillo robot-assassin. Furthermore, it was intended that Chi wage war with himself as much as with anyone else, thus ensuring Doom's triumph by virtue of the principle that one cannot conquer two enemies if one of those foes is one's self.

Despite the appeal of the recently completed and excellent War-Yore series, "The Phoenix Gambit" must be regarded as the best single story that's appeared in MOKF since the Fu Manchu six-parter. Doug's clever, enthralling script is the main reason behind this, but Mike Zeck's artwork certainly played a major part as well. I especially enjoyed the way he handled those pyramids that kept popping up in Shang-Chi's nightmares.

Ed Via
1648 Dean Road.
Roanoke, VA 24018

Doug claims you've just completed a Near-Perfect Deep-Think Analysis of "The Phoenix Gambit," Ed. So where's your treatise on "End Game" and "Glass Orchids" and "Red Seas" and...oops, outta room! Be good.